

DIEHARD

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 1

OCTOBER, 1992 • \$3.95

FIRST SEGA CD REVIEWS!

**WONDERDOG AND
THUNDERSTORM FX**

SNK'S 102 MEGA SHOCK!

**ART OF FIGHTING
PREVIEW**

PREVIEWS

**FIRST PICS ... SEGA'S
REVENGE OF SHINOBI 2,
NINJA GAIDEN IV, AND
BATMAN RETURNS!**

40 PAGES OF REVIEWS!

**THE NEW SEGA, SNES AND
TURBO GAMES**

YUZO KOSHIRO SPEAKS OUT!

EXCLUSIVE INTERVIEW





Gate of Thunder



Bonk's Adventure



Bonk's Kniekte



Yo! and Yo! II

Get serious. Get Turbo Duo.

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Free Video Give-Away

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Power Switch



Shadow of the Beast



Shape Shifter



IP-Combo

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Bundled Software

Top View

CD-Rom Drive

CD View Window

CD Release Button

Front View

Player Port w/
5 player compatibility

TurboChip Drive



The new Turbo Duo is definitely no toy. It's the most sophisticated multi-media video entertainment system ever developed. It has more memory and faster loading times. So the graphics and sound are like nothing you've ever seen or heard before.

With the Turbo Duo, you can play all your TurboChip, CD and Super CD games. Hook it up to your stereo and listen to your favorite music CD's, or play the new CD-G's. Or hook it to your personal computer and use it as a CD-ROM drive (interface adapter available 1993).

What's even more cool than what the new Turbo Duo can do is what you get with it. Each system comes with two free CD's loaded with awesome games. You get Gate of Thunder, Y's I & II, Bonk's Adventure and Bonk's Revenge. Plus, a great TurboChip game

To help you become a serious player, you also get the all new TurboForce magazine filled with the latest CD information, ratings and clues. And to help expand your library, you get ten \$5 coupons good towards any TurboChip, CD game or accessory you buy.



RELEASES



Prince of Persia



Jorginon Worlds



Dragon Slayer

All together, one look at the new Turbo Duo and you'll want to give your old system to your little sister.



T.T.i.

Turbo Technologies Inc.

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THE

EDITORIAL ZONE



Welcome to the first issue of Game Fan Magazine Designed for the enthusiast gamer. You'll find a fresh new format that cuts right through the garb and goes to what we all want, good games, lots of graphics, and reliable information from the U.S. and abroad. Let me explain how things work around here. First of all you'll notice that we liked just about everything we covered. There are two reasons for this. #1: Each review page is done by a game player who prefers that type of game. To get a more objective view you can go to Viewpoint and see what Skid & Brody have to say. #2: If we do preview a game it's just to let you know it's coming and has potential. Any info we get about the game from the maker will be shown here, then hopefully we can review it just before (one to two months) it comes out so you can plan ahead knowing what's good. Also, each game is rated in comparison to others on that system. What we want to do is bring you all the quality that gaming has to offer while benefiting the gaming industry as well.

In the 2nd issue of Game Fan we will be adding our Most Wanted/Top Ten category. As a subscriber, by writing in with your current favorite and most wanted choices you will earn points. Once you reach a certain goal you will receive FREE game related merchandise according to your total. Not only does this get you free stuff, but it lets the makers know what you like and what you would like to see. You really can make a difference ... makes sense doesn't it? In closing I would like to say I hope you like what we've done in this issue. Our next issue will have more new categories and will, of course, be thicker as we add our advertisers and expanded coverage. Also, since we are a new magazine, we'll be going back to give you our opinions on some recent games that got unfair reviews elsewhere (somebody gave Alisia Dragoon a 4 and set me off). Feel free to write us with all your questions and opinions. This is your forum so feel free to use it. Remember, we're all gamers too ... we listen. See ya next month!

E. Storm



Skid and Brody are Game Fan's 2 resident game hogs. They play all day, then they sign it out in viewpoint.

THE GAMEFAN REVIEW STAFF

E. STORM
SPECIALTY:
ACTION PLATFORM AND RPG
ALSO LIKES:
SHOOTERS, IMPORT RPGS
AND LYNX GAMES
DISLIKES:
SPORTS AND FIGHTING
GAMES
FAVORITE SYSTEMS:
GENESIS, SNES, CD, AND LYNX

MORREY
SPECIALTY:
ROLL PLAYING
GAMES
ALSO LIKES: FIGHT
AND GAMES MORRY
LIKES TO USE CODES,
SO
WATCH OUT FAVORITE SYSTEM:
TURBO CD

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ACTION PLATFORM GAMES
ALSO LIKES:
ROLL PLAYING GAMES
DISLIKES:
SPORTS, SHOOTER AND
DRIVING GAMES
FAVORITE SYSTEM:
GENESIS

BIG J & TALKO
SPECIALTY:
SPORTS GAMES
ALSO LIKES:
ACTION, DRIVING,
AND LYNX GAMES
DISLIKES:
SHOOTERS AND RPGS
FAVORITE SYSTEM:
SUPER NINTENDO

D HUNTER
SPECIALTY:
PUZZLE GAMES
ALSO LIKES:
A LITTLE BIT OF
EVERYTHING
DISLIKES:
NONE
FAVORITE SYSTEM:
NEO GEO

BUD D.
SPECIALTY:
SIDE SCROLL ACTION GAMES
ALSO LIKES:
DRIVING, SHOOTING AND
FIGHTING GAMES
DISLIKES:
SPORTS AND
ROLL PLAYING GAMES
FAVORITE SYSTEM:
SUPER NINTENDO

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AN INTERVIEW WITH YUZO KOSHIRO



Yuzo Koshiro is the foremost game musician in Japan. Yuzo is responsible for such master works as Y's, 18th, Actraiser, Revenge of Shinobi and

Streets of Rage. Recently Yuzo was in California working on the music for Batman Returns for Sega. After a quick phone call we grabbed our tape recorder and jetted over to meet Yuzo at his hotel for a candid interview. Yuzo Koshiro, to our surprise, is only 33 years old. He is energetic and personable. We found Yuzo open and easy to talk to (with the aid of our ace international correspondent, Kei Kuboki). Here's what he had to say.

DHNN: When were you born?

YUZO: December 20, 1967. I'm a Capricorn.

DHNN: What is your musical background?

YUZO: I started playing piano when I was 3 years old. I learned playing the violin at 5, and began playing the cello in junior high. I've been composing music since the first grade, just basic stuff though. I didn't get involved in musical activities at school, but I was playing keyboards in a band in junior high.

DHNN: What kind of music did you play?

YUZO: It was punk and heavy metal like the Sex Pistols (laughs).

DHNN: How did you get involved in game music?

YUZO: Just out of high school I was reading a computer magazine (Login), and I found an ad for a musician from the company Falcom. So I sent them a demo tape, and they immediately hired me. That's how it started.

DHNN: So what was the first game you ever composed the music for?

YUZO: It was for personal computers, a game called Xanadu.

DHNN: Oh, yeah? Any other ones we don't know about?

YUZO: I also did the music for Y's I & II.

DHNN: No wonder the music was so incredible!

YUZO: Thank you.

DHNN: Besides Streets of Rage, Actraiser, and

Adventure Island what music have you done?

YUZO: I did Revenge of Shinobi on Mega Drive and also Sonic and Shinobi on Game Gear.

DHNN: Sonic 2 is coming out soon, are you doing the music for that as well?

YUZO: No, not for that.

DHNN: How about Land Stalker?

YUZO: No, but that game looks incredible.

DHNN: So what else have you done?

YUZO: That's about it for home systems.

DHNN: What steps do you take to make game music?

YUZO: First of all, when you're composing game music, you have to have the game on the screen. I usually set EPROMs or samples of the game so that I can experience the feeling of the game. Then my imagination goes to work, by moving the characters I determine what kind of beat is suitable.

DHNN: What kind of equipment do you use?

YUZO: I use a synthesizer, a drum machine and a sequencer. I compose the music and enter it into a normal computer. I then attach the computer to two sound boards and edit the music then play it through the computer and transfer it into the Mega Drive or Super Famicom.

DHNN: Okay, enough technical stuff, Yuzo, what kind of games do you like?

YUZO: Street Fighter 2, definitely!

DHNN: What kind of music do you like to listen to?

YUZO: New Wave, Dance Music, Techno Pop, Classical, and Hard Rock.

DHNN: So you like just about everything?

YUZO: That's right!

DHNN: Is there any music that you like from the U.S.?

YUZO: Van Halen! I saw them live in Japan, and also Soul to Soul; those are my favorites.

DHNN: How do you get the Mega Drive to sound so much better than anyone else? Is there some special secret?

YUZO: It's my technique, but you have to have the feel for it too. I don't think other people are doing it the same way that I do; try to get the best sound by hooking the system up to speakers so I can really hear the highs and lows.

DHNN: So what about the game music CDs?

YUZO: Those are directly from the game, the re-

cordings are done

by the Sega Band.

DHNN: What do you feel is your best work so far?

YUZO: Hammer... A couple of years back I did "Sorcerian." I liked that a lot. I also liked Bare Knuckles and Actraiser.

DHNN: Do you mean the Sorcerian that came out for the Mega Drive and Super CD?

YUZO: No, I worked on the computer version, but I'm pretty sure the Super CD version has my music.

DHNN: Do you ever refuse to do music for a game?

YUZO: Yes, if it's a bad game I won't do it.

DHNN: What are you working on right now?

YUZO: Batman Returns for the Genesis and Sega CD, Streets of Rage II, and there's a Nintendo game I can't mention.

DHNN: Anything for Mega-CD?

YUZO: Yeah, there is one called Eye of the Beholder.

DHNN: How do you feel about CD? Will it allow you more creative freedom?

YUZO: CD will allow me more freedom to express myself.

DHNN: Any chance that your CD's will be released in the U.S.?

YUZO: I would love it, but there are no plans right now.

DHNN: Are you doing the music for Revenge of Shinobi 2 or Ninja Gaiden for the Mega Drive?

YUZO: I'm not sure yet. What made you think to interview me for your magazine?

DHNN: Since we're going to be the number one magazine, and this is issue number one, we have to have the number one game musician on the cover that your magazine has in the U.S.

YUZO: Ah?

DHNN: Yes, a lot of our readers love your music.

YUZO: I'm really glad to hear that.

DHNN: Thank you very much for your time. We're looking forward to hearing more of your work in the future.

YUZO: Thank you.



Yuzo signs a Bare Knuckles CD for the Big Cheese

HOCUS POCUS

Venture with thy controller in hand... To a Land where cheaters prosper

Streets of Rage (Genesis/ Mega Drive)

At the title screen, set the cursor on option 1. Press "Start" on controller 1 while holding down buttons 16, 18, 19, & 20 on the second controller. This will give you a stage select and also allow you to set the number of lives in this game.

Magical Troll (Mega Drive)

Plug in two controllers and when the first plug appears, on the second controller press buttons A, B, C, X, B, and A. Go to the options screen and you'll now have the ability to select any two you wish to play.

Macross (Turbo Graph/PC Engine)

While on screen, press in order: **C**, **Right**, **Down**, **W**, **Up**, **Down**, **A**, **C**, **A**, **C**. You can now choose from selected files or folders.

Gate of Thunder (Turbo Gfx/486 Engine)

Hybridization: press 'Shift' then 1, 4, 0, 1, Select, 1, 0, 1, 0, Select, Run. Purwill give you a 100 select.

Ranma 1/2 (Super Famicom/Super Nintendo)

Get the power on, as indicated by the light screen. While holding "A" & "B" buttons, press "Start". This gives you a configuration menu which allows you to choose how extra characters look in the normal game play, you can play which character as character. Also by pressing the "Select" button, you can choose from the different backgrounds.

Prince of Persia (Super Famicom/Super Nintendo)

Go to the password screen and type in **SPECIAL**. In response, SR-71 should hear a rattling sound. Start the game; then pause. At this point press **B**, **Y**, **Up**, **Down**, **Left**, **Right**, **C**, then **B**. Or pause the game then re-pause the game while holding "Select". This gives you a restricted, non-stop, and unlimited view.

Parodius (Super Famicom/Super Nintendo)

As the player selects a screen, put the cursor on 'Big Viper' and hold 'Up', 'L', and 'R' simultaneously for 10 seconds. This gives you invincibility, stage select, and 10,000,000 points.

Teenage Mutant Ninja Turtles 4 (Super Famicom/Super Nintendo)

At the title screen press 'Up', 'Up', 'Down', 'Down', 'Left', 'Right', 'Left', 'Right', 'B', 'A'. Then go to the option screen. You will be able to choose number of lives to 10.

BY MORREY



SEGA

SECTOR

As always, SEGA is Making a huge comeback at years end, only this time they've added their incredible CD ROM drive (due out this Nov.). Since most companies are developing on CD for the first time, the first wave of games (as awesome as they are) will only scratch the surface of what this new system is capable of, assuring users a bright future with their new SEGA CD's. Oh Ya! They've got the cartridges fully dialed in ... and Konami's coming!

Green Dog

SEGA
ACTION
\$ MEC
AVAIL. NOW

Don't even try to figure out what the name means (as we spotted no green dogs present). You play a rad surfer dude who's abilities are suddenly taken away when he bails head first and finds an ancient necklace buried in the sand. Now, (according to your girlfriend Bambl) you must piece together the sacred idol to regain your surf skills. Green Dog offers a mild but well rounded action romp, as you'll jump, fly, skate, or swim to achieve your goal. The graphics are excellent with loads of scrolls and the game is fun to play. Shortcomings are the lack of bosses and enemy characters (you mainly fight annoying little vermin). Strong points are the graphics, Jamaican tunes, and diversity of play mechanics (I especially enjoyed the skateboard sequences). Overall Green Dog is just a fun game, nothing ground breaking, but worth owning, as you will surely play over and over between big titles.



GODS

MINDSCAPE

ACTION

B MEG

AVAIL. OCT./NOV.

The second you turn on your Genesis, you'll know you've not a chance with GODS: the graphics, presentation and the music are top notch. But don't expect to be through too soon, oh no! Each level is detailed and complicated, with only one route to escape. You'll encounter herds of cool mutated beasts and flying tanks as you jump, climb, shoot, and throw switches and bombs to the next stage. The way you'll find love, sex, age pots, and formulas (and

help you along) what I do most about GODS is the challenge.

Hard, but not impossible, and the game is fun enough and challenging enough to keep you playing. Another strong point are the bosses. I hate my word, they're pretty fierce! So if you own a Genesis, you should really sock out and purchase GODS. You can't in fact.





JVC/CORE
ACTION
SEGA CD
AVAIL NOV.



CHECK



OUT THIS



AWESOME



INTRO!





One of the first big bright spots in the '92 SEGA CD lineup is Wonderdog. Before I go in-depth let me just tell you, if this is what CD has in store for action game fans ... I'm an owner! Incredible opening animation, incredible music, loads of colors on screen, tons of long levels, great huge non-flickering, no slowdown bosses, more scrolls than you can count, and most of all ... FUN! During my four days of playing Wonder dog (it's long!) I was a happy guy. I awoke each morning with my password in hand and leaped out of bed without hitting the snooze button once!



NICE SCALING!

WHAT'S THAT?!? 18

When the first level opens and you see those graphics, the first thing you'll want to do is take off running, flying and shooting ... but hold on! Take your time. Number one, DON'T shoot the rabbits (it really pisses them off). Don't hurt them and they won't hurt you. If you shoot em, they'll freak and jump at you erratically, so just leave them alone and move on. Your best bet is to walk slowly through the first half of the level and eliminate the moles, big dogs and ducks, then you're free to run jump fly and explore. The trees are loaded with bonus-

es and invisible platforms leading to bonus rounds (so look and fly everywhere!). There's a happy face in each level. Once you touch it, Wonderdog assumes the Buddha position and magically fills in the invisible platforms leading to higher places and more goodies (yum!). If you're really thorough you'll find the special bonus and warp to the big top (complete with circus tunes), where you must ring all the bells in the allotted time for a 1-up! There's also a special underground stage (I wonder where it is?). The

middle boss of level one is the scarecrow, he'll take off his head and bounce it at you (it rotates beautifully!). Dodge the head while powering up and flinging your stars (he's pretty easy). The end boss is two floating rats. Without bringing number two onto the screen bank your star off the ground and pop as many balloons on number one as you can (once they're both on-screen things get hectic). Pop all the balloons and you're on your way to level two ...



Dogeville is possibly the best level of a game I have ever seen. First of all the music here is ultra-cool, and scrolls, you want scrolls? There must be ten in the street alone. And if you really look closely a little guy will stick his head out the window to check you out! This is good stuff! There's a cool sequence you can try here... Grab the torcero at mid-level, spin right up two inclines, then jump left and you'll hit an invisible platform. Jump left again at the second bounce, and there's a group of boides and a happy face. With the happy face tilted in, complete the level! Now you can take the high road or the low road. The first boss in Dogeville is a crazy maid, the second is a fat clob with killer smoke-rings. Both are fairly easy to defeat but they're so cool to look at, yet I want to drag it out from here you'll venture onto The Strappyard, with its old sofas, motorcycle ribs and broken glasses. Lenny Moon with scolding UFO's, space freaks and smelly cheese, Planet Weird with flying slugs, ghosts and freaky house, Peggles, with all kinds of fog spewing creatures, and Planet Kninke with military dogs and hidden secrets, and then of course, your final destination. All the levels in Wonderdog are new and different, each with their own special qualities and play mechanics, all set to some of the coolest music I've ever heard. As far as setting up your controller goes, try this: if you play with your thumb, use A to run, B to jump, and C to shoot. You should have the run and jump buttons side by side, since jumping is so much a part of Wonderdog. On tricky bosses you might want to use a three finger control to run, shoot, and jump simultaneously. This takes some practice but it works great on the palloo rats and the big maid. So there you have it! BEGA CD rom is really what they say! Wonderdog proves that it just takes time for programmers to learn the development system, and the guys at Bega obviously have lots of hope, we see more companies follow with more great action games like Wonderdog while we wait for part two! Thanks for reading...



SEE TAL



YOU FOUND IT!



STAND NEAR



AND THESE GUYS ARE FAST!



JUNK!



NOSS! THIS GUY



AND HE'S



OUTTA



THERE!



DON'T LET THIS HAPPEN TO YOU!



TAKE

CONTROL

5

THUNDER STORM FX

RENOVATION

STG

SEGA CD

AVAIL. NOV.



GET READY



FOR THE RIDE...



OF YOUR LIFE...



IN THUNDERSTORM



NEW YORK...



CLEAN OUT THE STREETS



YOU'RE IN THE CANYONS NOW



FIRE!



THESE GUYS COME IN FAST



WATCH OUT...



FOR THE SUB...



THAT WAS CLOSE!

When the CD is well addressed, you'll find Thunderstorm in Wolfteam's rep. now, after the latest disk game and being a game via the SEGA CD, and the game is just what you need. Thunderstorm is the first in a new series, Thunderstorm, which is an awesome full-motion intro, as the pilot, ready themselves for attack. When there you're dropped into New York for your first mission. "OK captain,

you're gonna get out in New York. You hear from your head and you approach the statue of liberty and your first target. Starting the game the sergeant will instruct you when to turn left or right, when to shoot, when to hold on, when to hold on and when to hold on. When you see it's a cut on and on, you're in the game.

they shoot you, all at a break-neck roller coaster ride pace that puts you in the action! If you really want realism, Wolfteam built in a special surround sound feature. When you use headphones, you'll hear the craft from all sides as if they were swirling around your head. It's truly AWESOME! As the game progresses it gets harder and harder as your enemies become faster and more cunning, you've got

052300

SCORE

100000

HI SCORE

OF

THUNDER STORM

5



YOU'RE TOAST!



WATCH THE PLANES!



TAKE OUT THOSE TANKS!



STAY ALERT!



TAKE 'EM OUT!



BOOM!



THERE'S BOGEYS ALL OVER ME!



USE THE MISSILES



DON'T LET HIM LOCK ON!



ALL CLEAR



INCOMING!



OH OH!



YOU JUST GAVE THIS GUY A MAJOR HEADACHE!



CRASH AND BURN!

to lock on and shoot that jet, you'll toast it in an instant, which brings up a full screen view of you're hell as a camera goes to the side of a building or canyon. ThunderStorm manages to keep you busy shooting, steering, and thinking throughout the entire game, all in real-time full motion. You get up to five lives

and three bonuses on normal mode, and you'll need them all to complete your mission (The difficulty is not just right). There are a total of ten missions, all unique with their own special strategies and

layouts. One key to success is a turbo controller. With turbo your guns won't heat up and you can shoot constantly, otherwise (while your guns are cooling down) your 8-missile stock, ThunderStorm is a gem... it's a totally unique experience in gaming! Another gem only in Sega's '92 CD ROM library. Way to go Wolfteam!

052300

SCORE

100000

SCORE

THUNDER FORCE

TECHNO SOFT
SHOOTER
8 MEG
AAL NOW JAPAN



I've got one thing to say about ThunderForce IV... buy it! From the intro to the ending, it's pure magic. The music is hard driving Heavy Metal to smooth techno tunes. The graphics are phenomenal for a cartridge. With loads of scrolls and colors. Some of the levels are four screens high, allowing the player movement like never before!. ThunderForce IV is intense all the way through! It makes TF III look eight bit, and TF V is coming... on CD! Can you imagine? I could go on and on, but then we couldn't run as many screen shots, so I'm done. ThunderForce IV, just get it.

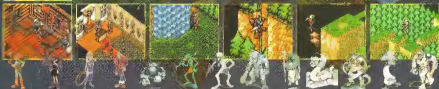


ADVANCED
TECHNOLOGY
IN THE
NEW GENESIS

LAND STALKER

Three hundred years ago, King Knowl held forth. Known by all for his riches and power, he had built several castles throughout the land to hold these treasures. But his power did not last long. Three leaders stood against him and a war broke out. The rebellion chased him into his last castle where his people, his powerful magician, his treasure, and the king mysteriously vanished. Over the last three hundred years many have tried to unravel the mystery... none have succeeded. It has become the tale of all treasure hunters... until now.

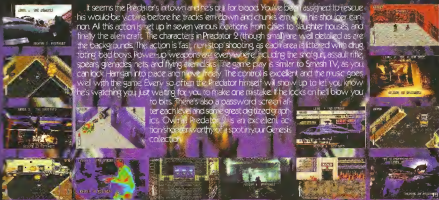
And, well, now Legends are about to find that it's treasure... but really for your excitement in action. RPPG's through the magic of the DGS system, Land Stalker will give you realism and excitement like you've never seen before. The characters are displayed three dimensionally and animate realistically. Experience three levels of height. To move up, you may find yourself jumping out of a window, and landing on another character, who will then take you to a higher place. Experience the fun of being hunted, the most complete, beautiful 3D made ever created. Look for a full review in next month's GamePro.



PREDATOR 2TM

ARENA
ACTION
8 MEG
AVAIL NOW

It seems the Predator's in town and he's out for blood. You've been assigned to rescue him, but he's getting better before he tracks him down and chunks him in his shoulder cannon. All this action is set up in seven various locations from cities to slaughter houses, and finally the alien craft. The characters in Predator 2 (though small) are well detailed as are the backgrounds. The action is fast, non-stop shooting as each area is littered with drug totting bad boys. Power-up weapons are everywhere including the shotgun, assault rifle, spears, grenades, nets, and flying alien dais. The game play is similar to Smash TV, as you can lock Hensan into pace and move freely. The controls are excellent and the music goes well with the game. Every so often the Predator himself will show up to let you know he's watching you just waiting for you to make one mistake. If he looks on he'll blow you to bits. There's also a password screen after each level and some great digitized graphics. Overall Predator 2 is an excellent action shooter worthy of a spot in your Genesis collection.



ALIEN³

ARENA
ACTION
8 MEG
AVAIL SEPT.

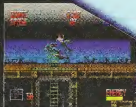
The programmers at Probe via Arena breathe new life into Sega carts with Alien 3. Like most movie adaptations the game loosely follows the story of the movie.

That's just hype,
big movie,
big

game but we're often disappointed when we get it home. This is not the case with Alien 3.

Ripley's managed to salvage some weapons from the E.E.V., along with a motion tracker. Your ammo is limited so use it sparingly, as are your tracker's batteries. Your mission is to save the prisoners and find the exit in the allotted amount of time.

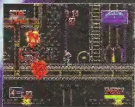
The objective is simple, the game is not. One of the first things I



RIGHT FROM THE START YOUR CHANCES OF GETTING CHUNKED ARE GOOD



GOT 'EM!



THIS ALIEN BREAKS THROUGH THE DOOR SO USE THE LAUNCHER & TAKE 'EM BOTH OUT!



LURE THIS GUY IN THEN SHOOT HIM FROM THE LADDER



**JUMP BEFORE YOU SLIDE AND SAVE
RIPLEY FROM INJURY**



**THIS QUEEN'S A ROYAL PAIN, USE THE
GRENADE LAUNCHER FOR QUICK CHUNKAGE**



**IF YOU MAKE IT THIS FAR, ALL I CAN SAY
IS GOOD LUCK**



IT'S YOU OR HIM



**THIS GUY LOVES YOUR PRETTY FACE, SO
WASTE 'EM!**



TAKE YOUR TIME IN HERE



**ALIENS IS FULL OF GREAT BACK-
GROUNDS LIKE THIS ONE**

noticed about Alien 3 is the music and sampled sounds. Both are of the utmost highest quality, adding to some of the best graphics and control yet. The levels in Alien 3 are long and difficult. A good memory is required when it comes to locating the prisoners. If you leave even one prisoner we're talking chest rockers. It's go go galore.

Over all Alien 3 is a great game that I'm sure you'll play over and over until you beat it. If anyone prints a level select, be a man and look the other way. If you can beat this one, think of how easy the next one will be. Alien 3 is a winner! See for yourself September 9th.



**USE THE LADDERS WISELY
AND STAY ALERT**

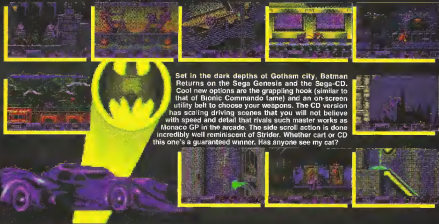


ALL THREE EXPLODE, SO STAY BACK



BATMAN RETURNS

SEGA
ACTION
8 MEG
AVAIL. OCT.



Set in the dark depths of Gotham city, *Batman Returns* on the Sega Genesis and the Sega-CD. Cool new options are the grappling hook (similar to that of *Bionic Commando* fame) and an on-screen utility belt to choose your weapons. The CD version has scolding driving scenes that you will not believe with speed and detail that rivals such master works as *Monaco GP* in the arcade. The side scroll action is done incredibly well reminiscent of *Strider*. Whether cart or CD this one's a guaranteed winner. Has anyone see my cat?

Ninja Gaiden IV

SEGA OF JAPAN
ACTION
8 MEG
AVAIL. 4th QTR.

Sega has an all new 8 meg *Ninja Gaiden* on the way! Not a copy of the old 8-bit, not an arcade re-hash, this is an all new version which gives you the best from both. The character animation is awesome and the music is top notch. Look for this one (in Japan) this October and hopefully a U.S. version will pop up on Sega of America's schedule soon. In the meantime, check out these early screens.



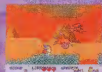
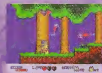
MAGICAL TROLL

SEGA of JAPAN
ACTION
4 MEG
AVAIL. NOW



Seems evil has taken over the local school, and Magical Trolly (a junior magician) is ready to find out how and by who. This is just one story in the long standing cartoon trilogy which has become so popular in Japan. In this unique action platform game, you'll run, jump, fly and wave your magic wand through lush, lush (5 x 3) beautiful sections of game play as you battle strange creatures and try to find your missing friends. Although this is a four meg game, you would never know by playing it (remember Super?) as there are tons of colors on screen and lots of special sound and graphic effects usually found only on higher meg carts. But the best thing about Magical Trolly is the game play. All the bosses are totally unique, and one especially will blow you away! There is also a lot of jumping and flying which is done just right as you can re-adjust you





character in mid-flight. Another challenge is trying to find all nine of your hidden friends, you don't have to but if you do they all appear at the end of the game! And still two more features are the magic wand and the light. Whenever you touch an item with your wand it comes alive (complete with blinking eyes and mouth) and becomes throwable. To fly jump with 'C' then press and hold 'C', Taluto can only fly a little so far he's just a junior magician but it really

helps in the game. You also earn three types of magic throughout the adventure which I'll let you see for yourself. It's all here! What puzzles me is how a great game like this can slip past un-noticed while we're sitting through those first quarter dry spells. Overall Magical Troll is excellent in every way and I highly recommend it. It's just a great game. Thanks for reading!

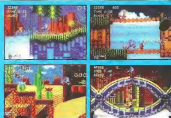
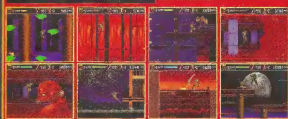


PREVIEWS

Time Gal, the next in Wolfteam's Isaridark to Mega-CD line-up should be awesome. It's non-stop action all the way ... In-depth next issue.



Sega has an all new version of Shinobi 2 on the way, brought to you by the same programmers who brought you the original. This sequel looks like a big winner. Our hero can now grapple, pick-up, and run. The backgrounds and bosses look incredible. Look for more on this great new start in our next issue.



I've got one thing to say about Sonic 2. You're not gonna believe it. We're talking major speed. Sonic and Tails fly on to screens everywhere this November. Get ready for Sonic 2'nday!



Compile (known for their incredible shooters) is almost finished with their first Mega-CD title, Nebunsga & his Ninja Force. Look for a full review next month.



WHEN'S THIS GUY GONNA RETIRE?

Quarterback Football's back starting Joe Montana off a 16 man cast and CD version. New features include realistic character, in real viewports from your screen, great graphics in the CD version and the best voice yet.



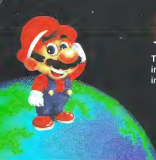
VERTICAL VIEW



NEW DO TOWER SCREENS

From Core, the makers of Wonderdog, comes their next Mega-CD game Wolfchild, and it looks incredible. If Wonderdog is any indication of what these guys can do, look for this game to be another ten. Both an import and American version will be ready by this Christmas ... more next issue.





PLANET SNES

The 1st generation of SNES games have dazzled us with new quality in graphics and amazing sound. The 2nd generation games are coming and the future looks bright on planet SNES.



Spiderman, along with the mutant powers of the X-Men, must defeat the deadly Arcade and his mind-altering scheme of mayhem in Acclaim's awesome new SNES action game.



STAGE
1



ACCLAIM
ACTION
8 MEG
AVAIL OCT



The name of the game here is smooth character animation, great backgrounds, perfect control and awesome music. Each of our super heroes has his own levels.

Spiderman climbing and swinging, Wolverine clawing and punching, Storm swinging and creating whirlwinds, Cyclops launching and charging, and Gambit ripping and super-charging objects. The characters in X-Men are small and after playing it I wouldn't want it any other way. As this nation needs fun stage levels with lots of action and detailed graphics. Everything here is just right! Spiderman and the X-Men rounds out to be a great overall action package, definitely recommended.



The X-Men are back!

CAPCOM
ACTION/STRATEGY
4 MEG
AVAIL SEPT

SUPER BUST-A-MOVE

Well, Capcom did it again. The SNES version of this arcade hit is one of those games that will make you look twice at other action games. Bust-A-Move is a simple, addictive, utterly addictive puzzle game that's as easy to pick up as it is easy to put down. It's a game that will keep you as busy as the puzzle of a Rubik's cube. The only difference between the two is that you can win.

SNES is the lack of 2 player simultaneous play, however, the decision has got enough to make up for it. The game is better than the coin-op, and the gameplay is identical, without slow down at all. For those of you not yet familiar with Bust-A-Move, the idea is simple, pop all the bubbles without popping any more, and many items as you can along the way. So, it's a simple enough game, but it's a game that will keep you as busy as the puzzle of a Rubik's cube. The only difference between the two is that you can win.



KONAMI
SHOOTER
8 MEG
AVAIL NOW (JAPAN)



Take off in this cartoonish whizzed-puz version of the popular shooter Gradius. This is a direct arcade translation straight from Japan and nothing has been lost in the transition. There are ten levels of intense action with some of the funniest bosses ever seen! Besides great game play and clever power ups, this game has a complete musical score track taken straight from the Norcocker Suite. Konami always comes through with the best games for any system and this one is no exception. If you're a Konami shooter fan, you already know the type of quality game Konami brings us, so check this one out now as it probably won't be showing up in the U.S. any time soon.

GRADIUS

Super STAR WARS

JVC
ACTION
B MEG

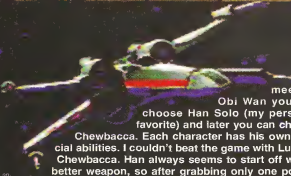
AVAIL. 4th QTR '92



It's the game from the movie ... Star Wars, you know the story, so how is the game? Does it do the blockbuster movie justice? Well, as your reviewer I'm pleased to tell you, yes it does ... Big Time!

From the moment you turn on your system you know this game is something special. As the trademark Star Wars story scales onto the screen, the music is awesome, it's all there!

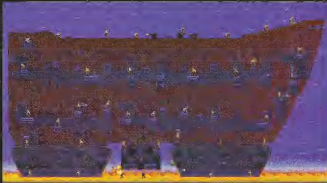
After a great intro you're ready for the game. The graphics are bright and detailed, the characters animate perfectly, and the music is top notch. In the beginning you can only play Luke. After you



meet

Obi Wan you can choose Han Solo (my personal favorite) and later you can choose Chewbacca. Each character has his own special abilities. I couldn't beat the game with Luke or Chewbacca. Han always seems to start off with a better weapon, so after grabbing only one power-





up he'd be set with homers' for the tough Tie fighters towards the end of the game. The side scroll portions of Star Wars are laid out well with a steady onslaught of enemies, obstacles and a lot of jumping (Precision Jumping). The ability to move the screen up and down make jumping to lower levels a bit easier, but some of the jumps are still pretty gnarly. Star Wars is not a game to rush through, if you take your time you'll live a lot longer.

Enough about the side scrolls, the real fun comes when you pilot the Land Speeder or the X-Wing fighter. In the Land Speeder you pick off Jawas (they scream and fly up into the air) while collecting jet fuel and avoiding obstacles on your way to your destination. If you pull back and gas it you can fly and spin. It's a great effect. Finally, at the end of your long journey, you get to pilot the X-Wing. I don't want to give it away, but it's ultra fun.

Over all Star Wars is an excellent game in every category totally living up to my expectations. I highly recommend it.

PRINCE OF PERSIA™



Masterful Screenshot



Toasted!



Dual to the Death

In Prince of Persia you assume the role of a young prince who has fallen in love with a beautiful princess. Just when you think you're about to live happily ever after, you are attacked and dragged off to the dungeons. It seems that the evil wizard, Jaffar, also has eyes for the princess and has given her an hour and twenty minutes to live (unless she marries him.) It's your job to escape and make your way from the caverns & catacombs of the dungeons to the halls of the palace, where ultimately you'll fight against Jaffar himself for the life of the one you love. This is a game that's been done on all systems from personal computers to portable handhelds, and even the Mega CD! Being a big fan of this game, I've played them all. I have to say this is definitely the best version yet!

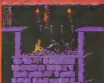
KONAMI U.S.A.
ACTION/ADV.
B MEG
AVAIL. OCT.



Fatboy's Going Down



Optic Peas, opticles

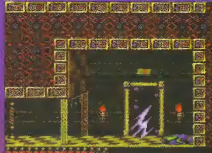


Romeo Don't Die





As if this guy wasn't hard enough...
You have to avoid the falling skulls



Find your way through this
maze of warps



Level 17 - Allah be with you

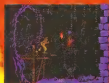


version yet! Konami/NCS took an incredible game and made it better. While having some similarities between the other versions, the SNES version has an additional eight levels with all new traps, enemies, and pitfalls. The attention to detail is stunning. If you've never seen Prince of Persia before, you'll be amazed at the quality of animation. The

character runs, jumps, leaps, hangs, and crouches like a real person. Each level you'll encounter has its own puzzle to solve before you can move on, and you BETTER be practiced in the art of sword fighting if you plan to rescue your love. I can't say enough about this game, it unfolds like a story complete with cinema intermissions and an incredible ending. This one will keep you up all night, and once it's been beaten you'll find yourself going back through to beat your time. Prince of Persia is the ultimate action/adventure game and hopefully we'll see more games like this in the future.



Fire!



Before your quest begins,
search out the sword.

HARLEY'S BUBBLES Adventure

Electronic Arts
ACTION
8 MEG
AVAIL 4th Qtr



BING! HALF-WAY POINT



RUN FAST OR GET CANNED



BE CAREFUL! ALL SHOWN



THAT'S MORE LIKE IT



BUZZZZZ



TAKE A RIDE ON IRISH SPRING



THERE'S SOME COOL STUFF DOWN HERE BUT DON'T SUB OUT OF AIR



USE THE STAPLER TO LOFT YOURSELF



HEY I'M NOT A STAPLE!



IT'S A LEGO HOUSE!



TAKE THIS SECRET PANGLOSS AWAY FOR A COOL BONUS



RUN YOU'RE RUNNING

Electronic Arts' first attempt at something other than a sports title on the Super NES is a success! In this action game you play Harley, a cool-but-wacky scientist who's into mutating small animals as a leisurely pastime. Harley gets a bit over zealous and mistakes a tiny shunk himself. Worse yet, he blows up his shrinking machine in the process and the places are now strewn about his abode. Strap on your Jet Pack and arm yourself with whatever comes handy, including marbles, giant rubber bands, and thumb tacks. Because Harley's in for the ride of his life!

This is a game that has to be played to realize its full potential. Each enemy character, from bug-eyed beasts to huge rats

and diving killer fish, looks like it's been done in clay in action. Jamming through the kitchen, library, bathroom, playroom, etc., as an insect-sized mad scientist makes for a fun game. Drives toy tanks, bounces on stilts, spins on soap and floats in bubbles. You'll do all kinds of crazy stuff to gather your parts so you can regain full size.

Even though some of the backgrounds bored me a bit, I had a lot of fun playing Harley's. It's not too cute and it's not run-of-the-mill by any means. The first time I got to the huge wart-nosed boss rat I had to pause the game just to check him out... I was way dazzled by the claymation effect. Harley's is definitely a cool game well worth owning. It may make you think about bugs in a whole different way.



USE A BOMB SUPPORT ON PLUTONIUM CLUSTERS



SCORPE JUST 30 SECONDS, BEST OF WHEEL!



HERE'S YOUR GOAL!



SOME RUNGS AREN'T AS STABLE AS OTHERS



DON'T JUMP ON THE LIVE WIRE!



THE GUYS BREAK UP WHEN YOU SPOT 'EM. IT'S A REAL PAIN



Gonna Gitcho



Rat Attack!



KING OF THE MONSTERS

**TAKARA
FIGHTING
8 MEG
AVAIL NOW (JAPAN)**



TAKE IT OUTSIDE BOYS



THIS COULD LEAD TO A MAJOR HEADACHE



YOU'LL RIDE IN THE STREETS...



AND IN THE WATER.



HEAD ON COLLISION!



ROCKY
A MUGGUY

At long last... SNES owners get to play a NEO-GEO game on their system! King of the Monsters is back and little has been lost in this eight meg version of it's fifty five meg counterpart.

Jump into battle as one of four mutated monsters wrestling it out over helpless cities. Do head slams, body throws, and back breakers, all the moves are there! Play against a friend or battle it out against the computer, only one can survive and become the King of the Monsters...



THE RACE IS ON



IT'S UP...IT'S GOOD!



HE'S DOWN FOR THE COUNT



DID YOU FEEL SOMETHING MONEY?



BATTLE MANIA



TIME OUT!



**KEMCO
SHOOTER
8 MEG
AVAIL 4th QTR.**

KEMCO's new shooter Phalanx is here, but is it just another shooter?, no way. The diversity of levels, number of scrolls, graphics, color, and music are all done incredibly well. And there are some really cool play aspects. In one level you actually control the speed of your mission as you dip in and out of a huge spaceship five screens long and three screens high! Another high point is the advertising level... if you can get there! Phalanx isn't easy, even on easy, but it's definitely worth the ride (all the way through.) If I had to think of one drawback it would be a little teeny slow-down, but to be honest with you, with that much on screen I welcome a little 50. So if you're looking for an intense shooter, you can't go wrong with Phalanx.



Super 龍双 DOUBLE DRAGON



Finally, an SNES action fighting game that has it all: two players simultaneous, tons of awesome moves, incredible animation, lots of color, long levels, and no slow down! Someone finally figured it out... Use smaller characters and free up some of that old memory for play-ability and moves... and rack 'em! Some of your moves include roundhouses, spinning kicks, uppercuts, knee slams, throws, rapid punches, behind-the-back kicks (while holding another good at bay), and my personal favorite... you block



and grab an enemies and then kick him in the face, back and forth. EAST. Once you get the control, this game's a crackup (it's really fun.) In addition to your moves you can pick up the run sticks or staff and knock a knot in a poons head, all to great double dragon tunes, done justice by the SNES sound chip. Fighting games don't get much better, so if you're into fighting games and you're tired of the old kick and punch (I know I am) Double Dragon is a must-have this October. See ya!



TRADEWAVE
FIGHTING
8 MEG
AVAIL OCT



1988年 10月 10日

**IF YOU WANT TO KEEP EATING
JUMP AND GAIN THIS YEAR**

BLURP BLURP BLURP

Since I'm limited on space (at least till next week) I'll make a long story short. *Letterman* is working late one night when something goes wrong. You suddenly find yourself in a strange new world. As Lester Knight you must find your way back to mother Earth (with a little help). What I like about *Out of This World* is it's not your every day action game. Dazzling polygon graphics and a mesmerizing soundtrack keep all of your senses captivated through the entire game. Complete with cinematic displays, mind bending levels, this cart has it all. Unique game play is what makes this cart a keeper. Not only does it give your thumbs a work-out, but you *need* as well. You must figure out what steps are necessary to get through each section, sometimes obvious, sometimes obscure. If part two on Mega-CD is half as good, sign me up. From start to finish, this game's a winner.

GOING HOME?

THERE YOU ARE!

A HELPING HAND?

FULLY CHARGED!

ROASTED EMP

LOW BLOW!

HEY THERE BUNNY

THINK FAST

**I COULD HANG HERE
FOR A WHILE!**

Soul Blazer

ENIX
ACT/RPG
8 MEG
AVAIL OCT

To go in-depth on *Boat Builder* would take pages and pages (which we will do later), so for now I'll cover the story and overall view of Erik's latest master work. The ruling king has forced the brilliant inventor Leo to build a machine that creates storms. The king thus made a deal with these despots: forward them with gifts to keep you, they can't refuse to oblige. The storm machine did the trick until it was utterly blown away.

Goals of seeing eye witnesses the extraordinary from above, observing
to be more than others want to see the future. And being made for
to see the future from above. But Blair constant of 7 years, even
All one of the oldest, usually one and each with a new objective
to be to Actress. The

1. **Customer Service**
 2. **Product Quality**
 3. **Price**
 4. **Delivery**
 5. **Marketing**
 6. **Research & Development**
 7. **Human Resources**
 8. **Finance**
 9. **Operations**
 10. **Information Technology**
 11. **Legal**
 12. **Compliance**
 13. **Environmental**
 14. **Social**
 15. **Governance**



LAST FIGHTER TWIN

BANPRESTO
ACTION/FIGHTING
3 MEG
AVAIL. NOW JAPAN

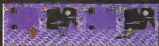
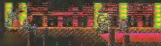


Here's one that hasn't made it over here yet for some reason. So, if you're in the middle of a dry spell, you might want to check it out. As part two in the SD series unfolds there is a malfunction in the environmental control system causing the special powers of the SD nation to vanish, thus opening the door for rebel nations to take over. The SD's

only hope is to find four Gachapon Capsules which are spread throughout the galaxy. These capsules store the energy needed to restore order to the SD colony. Four courageous fighters stand up for the mission, Ultraman, Gundam F-91, Rider Rx, and Fire Roa, but they don't know about the other side. Far from Earth, Dark Brain Master of Demons, has

also been searching for the capsules. Last Fighter Twin play similar to your Final Fight style action games, only much better. You can change to any of the four characters at any time, each with their own special technique and more. Each fighter can run, jump, punch, kick, throw, pick up, and slide. In addition, you have a magic bar at the top of the





screen that (depending how full it is) will release each player's special magic, some of which are totally spectacular. The graphics, both in the characters and the backgrounds, are of the highest quality for the SF. The game itself is challenging and fun to play. When you're fighting on decks in deep space they begin to break behind you, forcing you to fight your best, throwing enemies into space before the floor goes out from under you. Other levels have multiple paths, sand traps, caverns, and thunder storms waiting for you, all with great music and intermissions. Another strong point are the enemies, which are always new and different in each level, separating Last Fighter Twin from your standard punch-a-thon. Since I have the entire collection of SD models and am a fan of the movie series, you may think I'm a little biased, but honestly, Last Fighter Twin holds its own in the fighting game genre. If you get the chance, pick one up and see for yourself. (If you like it there's also SD the Great Battle part 1)

Super Professional BASEBALL II

JALECO
SPORTS
8 MEG +BB
AVAIL 1st QTR. '93



A SLUG IS HIT AT THE BAT!
80% HIT!



IN THE PITCHER'S MOUTH

Jaleco's Super Professional Baseball 2 is about to debut within the friendly confines of your Super NES. This game is a major upgrade of the original, with fluid animation, much better color usage and game play that employs realistic physics in the movement of the ball and players. This 8

Meg game has a battery back-up for storing your season in progress and keeping track of all statistics through the dog days of summer as you make that final run toward the pennant. This is the game of choice for all S-NES baseball fans.



IT'S NOT JUST ANY BATS... COPE!
LOOKS LIKE IT'S THE JAPANESE
OF THE JAPANESE!



A LONG SHOT TO FIRST!

F-1 GRAND PRIX

VIDEO SYSTEMS, INC.
DRIVING
8 MEG +BB
AVAIL NOW JAPAN



GAS IT, YOUR 3 MINUTES BEHIND



40 CHECK THE CAR AND TIMES, MASTER

The checkered flag is raised and you're off, floor through the straights and you may have a chance to take pole position. It's racing at it's best on your Super NES. It's F-1 Grand Prix from Video Systems, Inc. In this simulation, you race through all sixteen grand prix courses on your way to a championship season. The game

features full-screen mode, 7 rotation during the races and aerial fly-by's previewing each course. Your fastest times are recorded for posterity as well as your progress through the season. This game is one of the more difficult racers available for the system and is a true challenge to all DIE HARD racers.



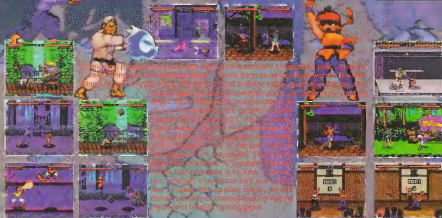
I SHOULD'VE GONE LEFT AT ALBERTA! EYE



SPEEDING THROUGH CANADA, EH?

Super 1/2

NCS
FIGHTING
8 MEG
AAL NOW UNFAM



Super 1/2 is packed with characters and has a wide variety of stages, and it's a great fighting game for the Super NES. While some are new, the game has a lot of old favorites. The first game is that it doesn't have a lot of new characters, but it has a lot of old favorites. The second game is that it has a lot of new characters, but it has a lot of old favorites. The third game is that it has a lot of new characters, but it has a lot of old favorites. The fourth game is that it has a lot of new characters, but it has a lot of old favorites. The fifth game is that it has a lot of new characters, but it has a lot of old favorites. The sixth game is that it has a lot of new characters, but it has a lot of old favorites. The seventh game is that it has a lot of new characters, but it has a lot of old favorites. The eighth game is that it has a lot of new characters, but it has a lot of old favorites. The ninth game is that it has a lot of new characters, but it has a lot of old favorites. The tenth game is that it has a lot of new characters, but it has a lot of old favorites.

PREVIEW

Here's just some of the incredible new games you can expect to see this year on your Super NES. With games like this, it probably won't leave my house again. Except to go out and get them. We'll be covering more of these great games next issue.



F1 Race hasn't shown up here yet and part two is already scheduled for a Nov release in Japan... What gives?



Final Fantasy comes to your Super NES this fall. It's the sequel to the first Final Fantasy, the 12 meg version. Look for it in the November issue.



The new Super Battletoads looks like a contender for game of the year. We'll keep you posted. On the great new game.



Part of the North Star finally gets a fighting version in part 5! Look for an import release this November.



Due out this November, Cyberbator looks like it will be another Konami masterpiece. Arcade quality at the way!



Sure to be the best Batman yet, Konami's Batman Returns looks fantastic. More Konami quality due out this fall.



Rammie 1/2 pt 2 is on the way in Japan, complete with bigger characters, more sports and all new moves.



Look for a full review of Roger Clemens Baseball in our next issue by Talko.

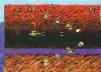
DEAD MOON

TRI
SHOOTER

AVAIL OCT.

TurboGrafx owners are in for a big surprise with Dead Moon, the new (for us anyway) shooter from Natsume. After diverting a comet from certain collision with Earth, forcing it to hit the Moon, probes are sent out to explore the deserts. When one of the probes is attacked by the comet, another probe is sent out to investigate. This is a 3D shooter with a 3D landscape, but it's not a 3D shooter in the sense that you can move your ship in any direction. You can only move forward and backward, and you can only rotate your ship. The game is a 3D shooter in the sense that you can see the comet and the probes in 3D.

TO-16. The use of color and music is also impressive. Another great feature is when you're fighting a boss and he goes left, your ship (by moving right) will rotate to shoot in his direction, a welcome addition to shooter games. All the levels in Dead Moon are 3D, and the game is a 3D shooter. The game is a 3D shooter in the sense that you can see the comet and the probes in 3D. The game is a 3D shooter in the sense that you can see the comet and the probes in 3D.



NEUTOPIA II

HUDSON
RPG
6 MEG
AVAIL NOW

You loved Neutopia and you're craving more. Finally you can have it over. The sequel has arrived. Your job is to find the missing Neutopia (your father) who mysteriously disappeared after defeating the Evil Demon Dirth in the previous Neutopia. Hordes of evil monsters have invaded the land to make sure you don't succeed, and the Evil Demon Dirth has been reborn to help them. Your quest takes you through a vast field and into an underground dungeon. Neutopia II is a classic Action/RPG that keeps with the tried and true Zelda type of play. The quest was long and held my interest all the way through and the music is some of the best I've heard on the Turbo.

So, if you've got a little time on your hands, Neutopia II will keep you busy until the next hot Turbo title.



PRINCE of PERSIA

TTI
ACTION
SCD
AVAIL. OCT.

Seems to me that programmers won't rest easy until we've got Prince of Persia on every possible format known to man. If you've never played Prince of Persia it's a great game, and this is a respectable version with basically the same levels as all the other Prince of Persia's (and some great music) with exception to the Super Famicom version. Due to the lack of action titles on Super CD, this is a welcome addition. Although, I would rather see some cool action platform games. So rescue the princess and let's get on with it!



SHE'S WAITING



KNOCK HERE & THE DOOR MAGICALLY OPENS



WHY LAUGHING?



CCP's



GRAB THE LEDGE!



YOU ALL RIGHT?



THE EVIL JAFFAR



GATE OF THUNDER

HUDSON
SHOOTER
SCD
AVAIL. OCT.

Tell me, when you're a shooter, how much Thunder can you take? For starters, the Turbo Thunder is a game with some truly top-notch action scenes. And, because of the increased capabilities of the Turbo Den, you now get the luxury of sampled sound effects instead of the usual dinky 8-bit explosions you are used to hearing. This game doesn't stop here either. Gate of Thunder definitely has some of the best graphics seen yet on the CD rom. Each level is filled with loads of parallel scrolling and dozens of attacking enemies who look like they're straight out of the Thunderforce series.

With seven levels of intense shooting action this game is definitely worth the price, especially since it's included with the Turbo Thundering War Box of Joy and, already even a Turbo CD, Gate of Thunder can be purchased separately, and as a bonus, includes the new Super System Card!



ATOMIC ROBO-KID

UPR
SHOOTER
4 MEG
AVAL NOW JAPAN



Since I got into gaming, Atomic Robo Kid has been one of my favorite characters, probably because I played the PC Engine version first. Unlike the arcade or Genesis version, this one's got all the levels and a power gauge that were not present on the other formats. Add to that great color and the best graphics I've ever seen on PC Engine (what happened?) and you've got a great action/shooter. So track down a copy of Atomic Robo Kid. (U.S. release?)



忍 者 龍 剣 伝 NINJA GAIDEN

HUDSONSOFT
ACTION
4 MEG
AVAL NOW JAPAN

Recently in Japan, Hudson did something surprising, they finally released a well known action title on the PC Engine ... Alright! On a system that's riddled with shooters, this is a welcome change. Ninja Gaiden on PC Engine is a carbon copy of the original 8-bit masterpiece from the NES, but with better detail, more colors, scrolling backgrounds, and better music. So if you're an old Ninja Gaiden fan, you'll love this one. All the challenge and fun is there making this a must for U.S. release.



NEW

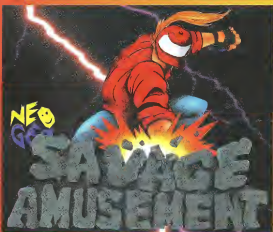
ADVENTURE ISLAND

HUDSON
ADVENTURE
4 MEG
AVAIL. NOW

Just as his marriage commences, Master Higgins once again falls victim as his new bride is swept away by evil doers. Does this guy have bad luck or what? New Adventure Island by Hudson employs all the fun and addictiveness of its counterparts. The control and playability are done well. And, for a four meg game, it's plenty long, making it a worthwhile journey for Adventure Island fans. Get ready for a lot of jumping as you'll cross countless levels of treacherous terrain to rescue your babe. Along the way, you're sure to run into some big nasties. So, don't forget to bring your axes and boomerangs... can you do it?



TTI has a lot in store for both their existing Turbo Grafx customers and future Turbo Duo owners. Here are just some of the few great games to look forward to. The long awaited Cyber Bonk flies into your Turbo Grafx in October. Turb color-ful Bonk should be sure to turn a big hit. Also for cartridge, One of the Griffin looks like another great TG-16 RPG and it's available now. In Ghost Master you'll adventure through a world of terror (avail-able October) and coming early '93, get ready for two sure-fire Turbo Duo winners, Ratchet and the long-awaited sequel... Dungeon Explorer 2. Look for expanded coverage on all the hot new Turbo games in our next issue.



The Neo Geo is enjoying a great year. Games like Fatal Fury and Baseball Stars 2 have got Geo players thirsting for more. With a roll-playing, thriving, and strong action platform format, the Geo could vault even further in the vast home entertainment market. Let's hope SNK hears our pleas!



Fighting fans rejoiced! World Heroes, the new 3D may-over-one fighting game is smashing its way to your Neo-Geo system this fall. It looks like SNK is determined to release a better fighting game and they've come awfully close. This game is definitely worth the heavy price tag as you will play over and over again trying to pummel your friends into the ground! The control is great with lots of special moves for each of the eight characters. And with two modes of combat (normal and death match) I doubt this game will gather much dust. World Heroes is a welcome addition to the Neo-Geo line up and should keep most fighting fanatics busy until Art of Fighting shows up.



Get ready for the one game that may surpass the mighty Street Fighter II. This game is guaranteed to absolutely blow you away! Everything here is huge! Get ready for the first 3D fighting game.

NINJA COMMANDO

ALPHA DENSEI
ACTION
54 MEG
AVAILABLE NOW



I've been waiting a long time for a NEO-GEO action game that uses this viewpoint. Although I would prefer it to be a long, high meg Zelda style action/RPG, this is OK for now. At least it's not another standard kick & punch. However, being that the characters are pretty small, I feel that the game could have and should have been about twice as long. Especially since what is here is so AWESOME.

The animation and scaling of each character is incredible as are their magic abilities. The landscape is detailed and colorful, and as usual, the control and sound are perfect. But hey, it's 50 Meg so I expect all of that. Ninja Commandos is just another in the long line of quality arcade carts from SNK. It's after all an arcade game, graphically and musically brilliant ... but just too short.



BASEBALL STARS



JUST UNDER THE 7/6



MOVE BABY, MOVE



IT MAY NEVER
COME DOWN



NO ONE SAYS ANYTHING
ABOUT MY MOTHER!

In the short history of video games, baseball games have been for the most part, disappointing. Some looked good, some played well, and some offered simulations with meaningful statistics and the ability to play an entire season. But no baseball video game to this point has put it all together to achieve the near perfect blend of playability, simulation, and graphic realism until now.

Baseball Stars 2, although lacking the ability to play an entire 162 game season with a complete track of statistics (a feature that we hope game companies will consider mandatory in the next wave of baseball games), is as close to experiencing real baseball as there has ever been away from the ballpark.

The graphics, as we have come to expect from SNK and the Neo-Geo, are fantastic. The hitters are about 3/4 of the size of the catchers and the animation of the players in both the picture/batter view and the 3-D view is very realistic. In addition, Baseball Stars 2 offers graphic excellence such as full screen sequencing at every base, close ups for diving and leaping catches, and

lights after the batter has been hit by a pitch, and my personal favorite, the "camera" following the action from a behind the batter viewpoint to scale toward the infielders instead of going straight to the 3-D view. My only complaint is that it doesn't play that way the entire time, scaling back and following the ball all the way to the bleachers. Oh well, Baseball Stars 2 maybe?

The game play in Baseball Stars 2 is also top-notch. Control over the player's movements is fluid and you do not have the problems that have plagued other baseball games: live fielders running to the wrong bases or being positioned incorrectly in the outfield. The most real response is a crisp and immediate allowing you to have full control over swinging, diving, pick-offs, etc. In short, Neo-Geo owners can not do better than Baseball Stars 2. It already has the best graphics, sound, and game play the side of ESPN.



I HATE THIS GUY



IT'S YOUR FINE, GUIDE PLAY



NICE SNAG



RUN IT OUT, RUN IT OUT!



A SUGGESTION TO REPORT



OH NO

LAST RESORT

So, you think you've seen good shooters before? Well... Last Resort has got to be one of the best shooters I have ever seen. Packed with **AWESOME** graphics and sound, Last resort is

a masterpiece. Equipped with a very useful option (an arsenal of cool weapons), you must defeat a computer virus that has gone on a killing rampage. As the last of the armada, you must force

your way through 5 (times 2) levels on a hopeless mission of destruction. This game justifies the cost of the cart. (the backgrounds are even animated!) and will have your fingers sore for weeks.

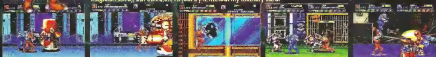
SNK
SHOOTER
45 MEG
AVAIL NOW



ROBO ARMY

SNK
ACTION
45 MEG
AVAIL NOW

If you like games with lots of metal and big characters then ROBO ARMY is the game to get. This 45 meg-monster is packed with all the action you can stand (it even has a great storyline). As usual, the controls are smooth and responsive, with combination moves and special weapons. Other features I found interesting were the addition of vertical levels and lots of scaling, setting this one apart from the typical side scrolling action game. My one complaint is that the game wasn't long enough (I'm still waiting for something as long as Magellan Lord). But that's ok, I'll just try it without my memory card.



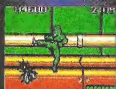
HANDS ON PORTABLES

BY Hands on Harry

For one of the people who's always hung in there with my Lynx, what can I say... I love it. I've been waiting nearly a year to get back to my old portable, and I'm finally taking my time and enjoying it. I've played the CD-ROM games, and I've played the CD-ROM games.

I think we'll be waiting anymore! There were a lot of games ready, and they all looked great but — the 4 meg Oracula and Dirty Larry looked phenomenal. So take it from me, you and your Lynx are going places! See ya' next month with lots more!

LYNX



Wings, fastest foot monsters! Finally, another great Lynx game. King Hood has big characters and controls great. Some of the characters are a crack up. The graphics are detailed and well shared, and there's a whole lot more in it. **MUST-OWN for Lynx fans!**



SCHEDULED FOR 92 RELEASE...

Evren's Pinball Jam, Pit Fighter, Spidee of the Beast, Steel Talons, Rolling Thunder, World Class Soccer, Baseball Heroes, Softstone 2000, Dirty Larry, Demons Gate, Oracula the Undead, J. Connor's Bad Boy Tennis, Malibu Beach Volleyball, NFL Football, Switchblade 2, Storm Over Doris, Super Off Road, Double Dragon, 720°, Cabal, Eye of the Beholder, Lemmings, Ninja Golden 3, Ninja Nerd, Baldan, Road Riot 4nd, Vindictors, Full Court Press, Heavyweight Contender, Power Factor, Space War, and Super Asteroid/Missile Command.

COMING SOON



Chopper Europa scales incredibly smooth in a GG game. The action is fast-paced and fun, and the controls are great. Hopefully, we'll find a whole lot of quality 2nd generation GG games.

GAME GEAR



Ever since Shredder and Sonic, I've been waiting for the magic to return to my GG. Although most of the games have been decent, nothing has been as good as these... yet! No more master system means more R&D for my GG 4meg Sonic, Batman Returns, Double Dragon, and Terminator from the masters at Virgin, and much more (I'm limited on space, so I can't tell you) but I'm ready! Bring em' on. I'll be back next month with more news.

COMING SOON

Chopper Europa, Streets of Rage 4, David Robinson's Supersquad, Streets of Rage 5, Streets of Rage 6, Streets of Rage 7, Double Dragon 8, Batman Returns 2, Terminator

OTHER STUFF

A lot of the good news from Japan these days seems to revolve around Sega, having enjoyed a major surge in the marketplace with the success of *Golden Axe* (MCD) and *Shining Force*, and anticipation of *Sonic 2*, *Thunderstorm FX*, *Magunaga* and *Hyperbolic Force*, *Land Stalker*, and *3x3 Eyes* just to name a few. Some good news for us is that Sega is rumored to be working on a Mega Drive version of *Aliens* in addition to their American debut of *Turtles*, *The Hyperstone Heist*, and *Sunset Riders* for the Genesis. CD games in the planning stages in Japan include *Lunar 2* by Game Arts, *Thunderforce V* by Band Sott, *El Viento 2* by Westator, *Time Gal*, and *Star Blade* by Wolfteam, *Golden Axe 3* by Sega, and *Shining Force 2* by Climax. Add this to an already strong line-up and you've got a major comeback. Meanwhile, here in the U.S., Sega of America is getting set for the release of the Sega CD. Unlike the earlier release, SOA's got so heavy hitters right out of the gate like *Batman Returns*, in which the total scenes scale smoothly with awesome speed and detail, and *Yakuza* is doing the meat and potatoes. Virgin is hard at work on the new *Terminator* CD which is not only faster but uses film-style motion as the characters in a side scroll action format. *Terminator* also has the features of incredible motion video, and the music will be right out of the movie! Look for *Over the Top World 1 & 2* (two discs CD) from Virgin early next year as well! JVC is ready with three new discs for the Sega CD: *Wonderdog*, *Wolfchild*, and *Dungeon Master Skull Keep*. Sony is set to go with *Sewer Shark*, a realistic, first person shooter that will knock your socks off. Get ready for some scaling! *Reinforce* is winging over *Thunderstorm FX* as *Cobra Command*, *Signet* has got *Black Hole Assault* and *Third World War*, and Acclaim is rumored to have *Mortal Combat*, *Spiderman*, and *Total Annihilation* in the works! Tengen, Sierra, and Spectrum Holobyte also have titles on the way. All this makes for a great debut of the Sega CD. While we're on the subject of CD's, unfortunately the much talked about Nintendo CD is rumored to have been put on hold until as late as early '94 (with chances looking as good as they do, we should be able to hold out for as long as it takes). Meanwhile, Nintendo is working on something incredible for their CD debut. Good news for SNES players is that the third party companies are starting to use the new DSP. This new chip makes it a 4-8 polygons easier to program and adds more depth and detail to the graphics. The new chip also speeds up the CPU considerably from 2.5 mhz to 7-10 mhz. Games using this new chip should show up soon, we'll keep you posted. In other Nintendo news, we recently attended the Nintendo show in Japan and got a peek at a nearly completed *Battletoads*, it looked incredible! Other new games at the show included *Capcom's Breath of Fire*, *Konami's Batman Returns*, and *Taito's Super Blastman*. Look for a full report on the show in our next issue. NEC America has been working on their virtual reality sound system, which will premier on the all new Super Game Super CD box set. This new system (similar to Wolfteam's *Thunderstorm FX*) allows the user total surround sound when wearing headphones, the effect is incredible. And, last but not least, Konami has completed its new Hyper Beam wireless controller for the Super Famicom. It debuts in Japan September 25th for about \$55.00 U.S. In other Sega news, there's a four player tag in the works for the Mega Drive version of *Gauntlet*. Could this mean four player Sega Games? Let's hope it shows up here. And that's what's happening ... in other stuff!



Tongen is working on a four player tap for the Mega Drive



Nintendo's DSP upgrade



Konami's new Hyper Beam

INTERNATIONAL
ARCADE
STUFF



Yet another fighting game has hit the arcades in Japan, Brandia.



Here's the girl that got the part of Chun Li in Japan's SF2 commercial. What do you think?



In other SF2 news ... In Japan, they are currently working on a full length animated SF2 movie. Let's hope it comes out over here.



Also hot at Japanese arcades is Suzuki 8 Hours



Even though these screens are very early, you can see that the Mega CD version of Final Fight will come very close to the arcade original. This two player version will be out around December in Japan.



Here's an early shot of Batman for the Sega CD



Golden Axe 3 has been announced for the Mega CD. For now, all we have are these great arcade screens. If the CD version even comes close, it should be awesome. 53

THE GRAVEYARD

THE GRAVEYARD IS WHERE WE EXHUME OLD GAMES, GAMES THAT KIND OF SLIPPED BY UN-noticed. MAYBE IT WAS RELEASED AT THE SAME TIME AS A MONSTER GAME HIT THE SHELVES, OR MAYBE YOU JUST BOUGHT YOUR SYSTEM AND IT'S NOT AROUND ANYMORE. EITHER WAY... SOONER OR LATER... YOU'LL SEE IT IN THE GRAVEYARD...



EDF

HERE'S A SHOOTER THAT GOT A BAD DAP BY JUST ABOUT EVERYONE WHO REVIEWED IT, BECAUSE OF A LITTLE SLOW DOWN (WHICH IS SPORADIC AND DOES NOT INTERFERE WITH THE QUALITY OF THE GAME). EDF COMBINES A UNIQUE BLEND OF MUSIC WITH SOME INCREDIBLE SHOOTING ACTION. AS YOU FLY THROUGH COLOR CHANGING SUNSETS, MULTIPLE SCROLLING BACKGROUNDS, AND FIERCE MECHANIZED BOSSES. ADD TO THAT ENDLESS LAYERS OF SCROLLS AND TONS OF WEAPON UP GRADES, AND YOU'VE GOT A GREAT SHOOTER!



GRANADA IS AN EARLY WOLFTEAM GAME THAT SLIPPED BY FOR SOME REASON. IF YOU'RE INTO SHOOTERS AND YOU MISSED... GOING ONLY THIS WAS THE FIRST GAME THAT USED SCROLLING ON THE GENESIS (AND IT'S SMOOGE). SEE PHOTO BELOW). GRANADA

Granada

TAKES YOU ON AN ALL OUT CROCOD ASSAULT. COMPLETE WITH MULTI SCROLLS, GREAT BOSSES AND EXPLOSIONS, AND GREAT WOLFTEAM MUSIC... I HIGHLY RECOMMEND GRANADA.



THE SCHEDULE

GENESIS SEPT.

J. Capriotti Tennis	Spt.	Renegade
Soft Pocket	Spt.	Duke Earl
Lammy's	Pt.	Concub
Greenberg	Act.	Sega
Wrestle 3	Act.	Arche
Super Impact	Spt.	Arche
Protonic	Act.	Arche
Super Smash TV	Act.	Fighting Edge
Nolan Ryan BB	Spt.	Wrestling
Rimco 3 Kingdoms	Slg.	Kool
Rampart	Slg.	Tenacious
Sworder Knight	RPG	Proton
Tails'n	Act.	Sega
USA Basketball	Spt.	EA
Gods	Act.	Windscape
Slime World	Act.	Renegade
RLM	Spt.	Tenacious

OCT./NOV.

Madtek 33	Spt.	EA
NBA 92	Spt.	EA
Power Motors	Slg.	EA
Road Rash 2	Drv.	EA
Tony La Russa BB	Spt.	EA
JP 3-D Smash Gordon	Act.	EA
Young Galahad	Adv.	EA
Twisted Copper	Pt.	EA
Chicken	Act.	Sega
Home Alone	Act.	Sega
Sonic 2	Act.	Sega
Young Lady John	Act.	Sega
Blaster and Battle	Slg.	Sega
B Bomb	Act.	Sega
NFL Football 92	Spt.	Sega
Sega GT: R	Act.	Sega
Golden Challenge	Act.	Virgin
Madtek 33	Spt.	Sega
Super Smash TV	Act.	Sega
Super Smash TV	Act.	Sega

SUPER NES SEPT.

Spt. Buster Bros.	ACT/Pet.	Cybercom
Rampart	Slg.	Tenacious
Battle Nightmares	Act.	Arche
Spinlizzy World	Pt.	ASCI
Football 2000	Slg.	EA
Roger Clemens BB	Spt.	EA
Strike Gunner	Slg.	NTWC
James Bond Jr.	Act.	THQ
Dino City	Act.	USA
NCAA BB	Spt.	Nintendo
P.T. Race	Drv.	SEGA
Koolhaas	Pt.	Kernco
Road Rash	Drv.	THQ
Clayton BB	Spt.	Minicore
Go Forward Bazing	Spt.	Acclaim
Rimco 3 Kingdoms 2	Slg.	Kool
Wheel of Fortune	Pt.	Gamestar

OCT./NOV.

Princess Persia	Act.	Kernco
RoadCap 3	Act.	Ocean
Cool World	Slg.	Ocean
NFL Football	Spt.	Kernco
Amity	Slg.	Kernco
Roller Flier	Slg.	Ocean
Backo Blitz	Pt.	Arche
Blitzon	Slg.	Arche
Sonic & X-Men	Act.	Acclaim
Harley's Adventure	Act.	EA
Princess Persia	Act.	Kernco
Roller Flier	Slg.	Arche
Roller Flier	Slg.	Arche
Roller Flier	Slg.	Arche
Roller Flier	Slg.	Arche

AS YOU KNOW, AMERICAN RELEASE DATES CHANGE FREQUENTLY. THIS IS THE LATEST SCHEDULE AVAILABLE DIRECT FROM THE COMPANIES REPRESENTED. WE WILL INFORM YOU OF ANY CHANGES.

TURBO GRAFX SEPT.

New Adv. Island	Act.	Hudson
Order of the Griffon	RPG	TT
Splitter Blood	Slg.	Hudson
OCT.		
Dead Moon	Slg.	Hudson
Cyber Bank	Slg.	Hudson
Ghost Manor	Act.	TT
Shapeshifter (CD)	Act/Adv.	TT
Space of Youth (CD)	Act.	Hudson

NOV.

Hit the Ice	Spt.	Taito
Chase H.Q.	Drv.	Taito
Show of the Beast (CD)	Act.	TT
Dragon Slayer (CD)	RPG	Hudson
Team (CD)	RPG	TT
Forgotten Worlds (CD)	RPG	NES Avenue

LYNX SEPT./NOV.

Steel Talons	Slg.	Atari
Shadow of the Beast	Act.	Atari
Madtek 33	Pt.	Atari
Madtek 33	Pt.	Atari
Pit Fighter	Pt.	Atari
Dirty Larry	Act.	Atari
Rolling Thunder	Act.	Atari
Graceland	Act.	Atari

GAME GEAR SEPT./NOV.

Alien 3	Act.	Acclaim
Urban Rumble	Act.	Sega
Rock Rock	Act.	Virgin
Cyber Bank	Act.	Sega
Prince of Persia	Act.	Domark
Roller Flier	Act.	Gamestar
Roller Flier	Act.	Sega
Roller Flier	Act.	Sega
Roller Flier	Act.	Sega
Roller Flier	Act.	Sega
Roller Flier	Act.	Sega
Roller Flier	Act.	Sega
Roller Flier	Act.	Sega
Roller Flier	Act.	Sega

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WHAT'S NEXT.

Coming in the next issue of GameFan:
12, WWF WrestleMania, Joe Montana 3, LandStalker, Time Gal, Nobun's Ambition and his Ninja force, Lunar, and Sonic 2 for the Genesis. Final Fantasy 4, Sonic Blast Man, Cybermator, NFL Football, Dragon Quest, Gunforce, Mickey's Magical Quest, and Road Runner for Nintendo. Cyber Bank, Macross, Spriggan MK 2, Forgotten Worlds, Yells Pantasm Soldier, Shadow of the Beast, and Hit the Ice for the Turbo. And we'll take an in depth look at Art of Fighting and preview Viewpoint (and anything else we can get our hands on). Plus new Lynx and Game Gear titles, and a full report on the Nintendo show from Japan.

THE END

